INSTRUCTION MANUAL

CRUSH HOUR™

TEEN
T
CONTENT RATED BY ESRB

THQ®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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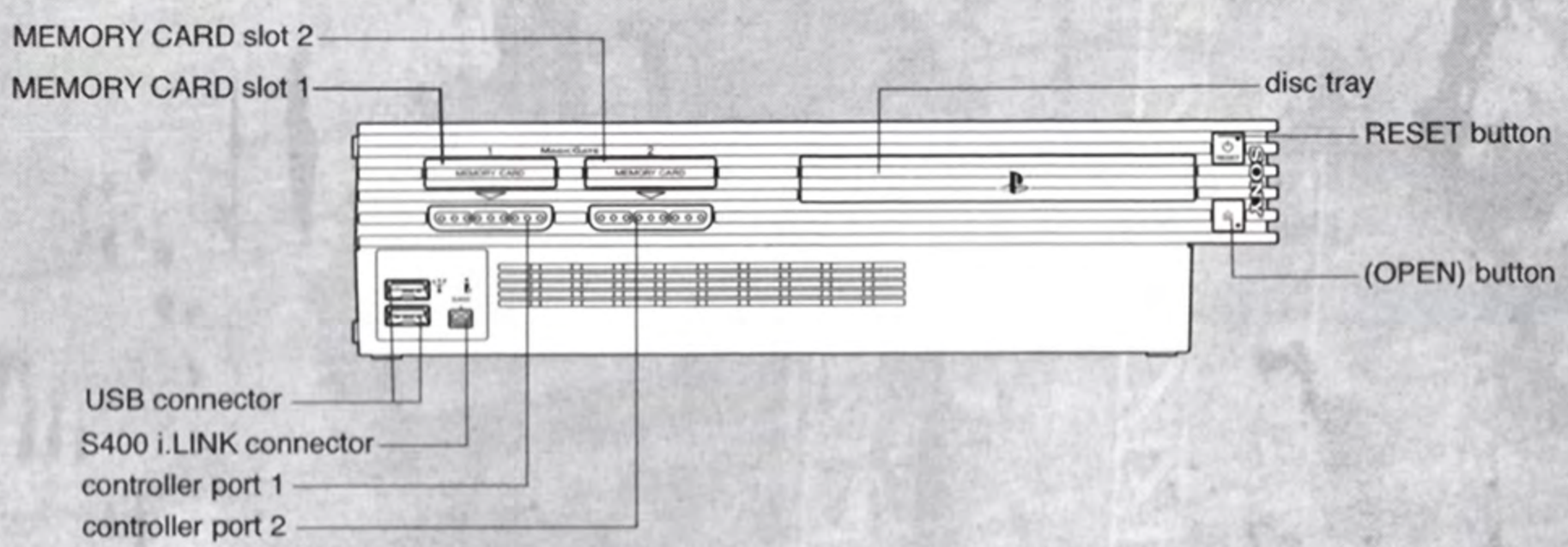
GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the WWE *Crush Hour*™ disc on the disc tray with the label side facing up.



Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

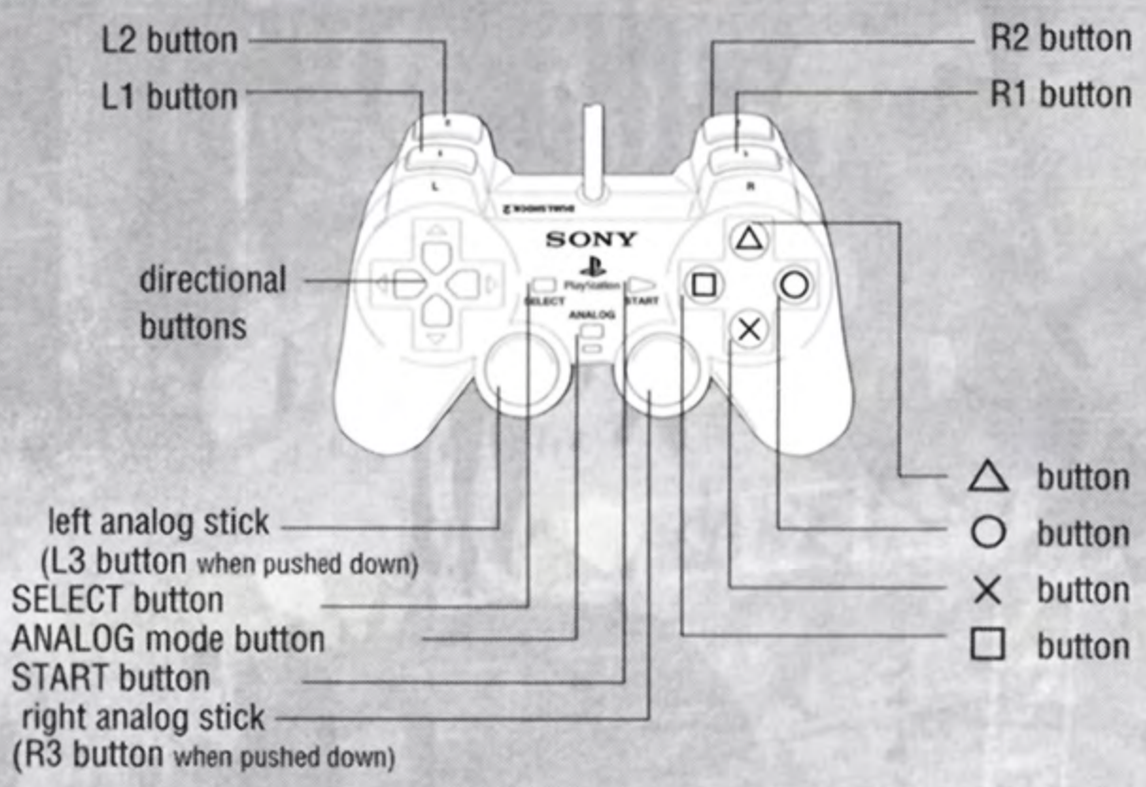
MEMORY CARDS

Before you turn on the console, insert a Memory Card (8MB)(for PlayStation®2) with at least 85KB of available space into MEMORY CARD slot 1. You can load saved game data from the same card, or any memory card containing previously saved WWE *Crush Hour*™ games. For more information, see SAVE & LOAD DATA on page 7.

CRUSH HOUR™

Welcome to the landscape of television now that owner, Mr. McMahon,™ controls all the networks. Now you can see his Superstars in all your favorite TV shows and commercials. And though the critics continue to protest, you can't argue with success. In fact, Mr. McMahon™ is now revving up for his most anticipated, and some say dangerous, debut to date. A no-holds barred battle where the Superstars trade in their muscles for muscle cars. Welcome to "Crush Hour™!" Thanks to our sponsor, Mr. McMahon,™ tonight, you will witness Superstars battling for survival behind the wheel. Let's take you to the action!

Dualshock®2 Analog Controller Configuration



Menu Controls

Highlight and change menu options	directional buttons
Confirm selection	⊗ button
Previous menu	△ button
Skip individual introduction	○ button
Skip intro/cutscene	START button

Game Controls

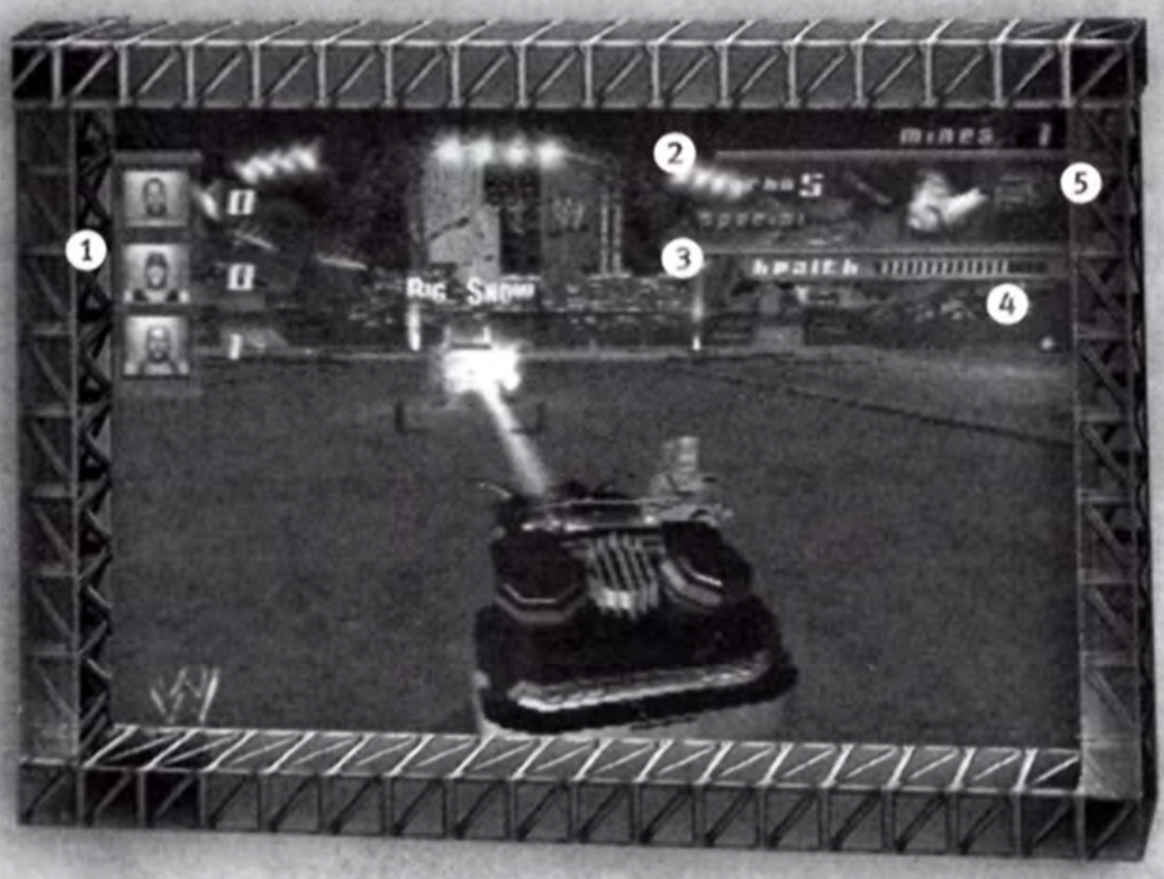
Accelerate	⊗ button UP on the right analog stick UP on the directional buttons
Turbo	double-tap ⊗ button R3 button ○ button
Power Slide	L1 button
Steer	directional buttons left analog stick
Brake/Reverse	□ button DOWN on the right analog stick DOWN on the directional buttons
Fire Primary Weapon	R1 button
Fire Foreign Object	R2 button
Cycle Through Foreign Objects	L2 button
Super Attack (when meter is full)	△ button
Pause Game	START button
Change Camera View	SELECT button

NOTE

Powerslide: Utilizing the Powerslide is absolutely necessary for WWE *Crush Hour*™. The only way to perform sharp turns, 180°s and strafing is using the Powerslide. Hold the L1 button when turning corners to help maneuver the vehicle and evade your opponents.

❶ Superstar Portraits

Superstars in the match appear to the upper left of the screen. Your Superstar is always going to be in the top box. In a multiplayer game, player two is the second box. Box colors coordinate to the combat computer used to target your opponents. Use this to your advantage! Take out the Superstar with the most points if you're behind. You can quickly locate them with the combat computer.



❷ Turbo Count

Next to the word "Turbo" in the upper right corner of the screen is a number that indicates how many turbos you have left.

❸ Special Meter

As you damage your opponents, your Special Meter (located underneath the Turbo Count) builds, turning from gray to red. Once it is completely full, the Special Meter will flash and you can perform your Super Attack by pressing the △ button!

❹ Health Meter

Your Health Meter is located directly under your Special Meter. As you take damage, it decreases. When it is completely depleted, you blow up, and the Superstar who defeated you scores a point. Opponents' vehicles are labeled with their names and a Health Meter. If their Health Meter is green, they're unscathed; if it is red, they're about to go down for the count.

❺ Active Foreign Object

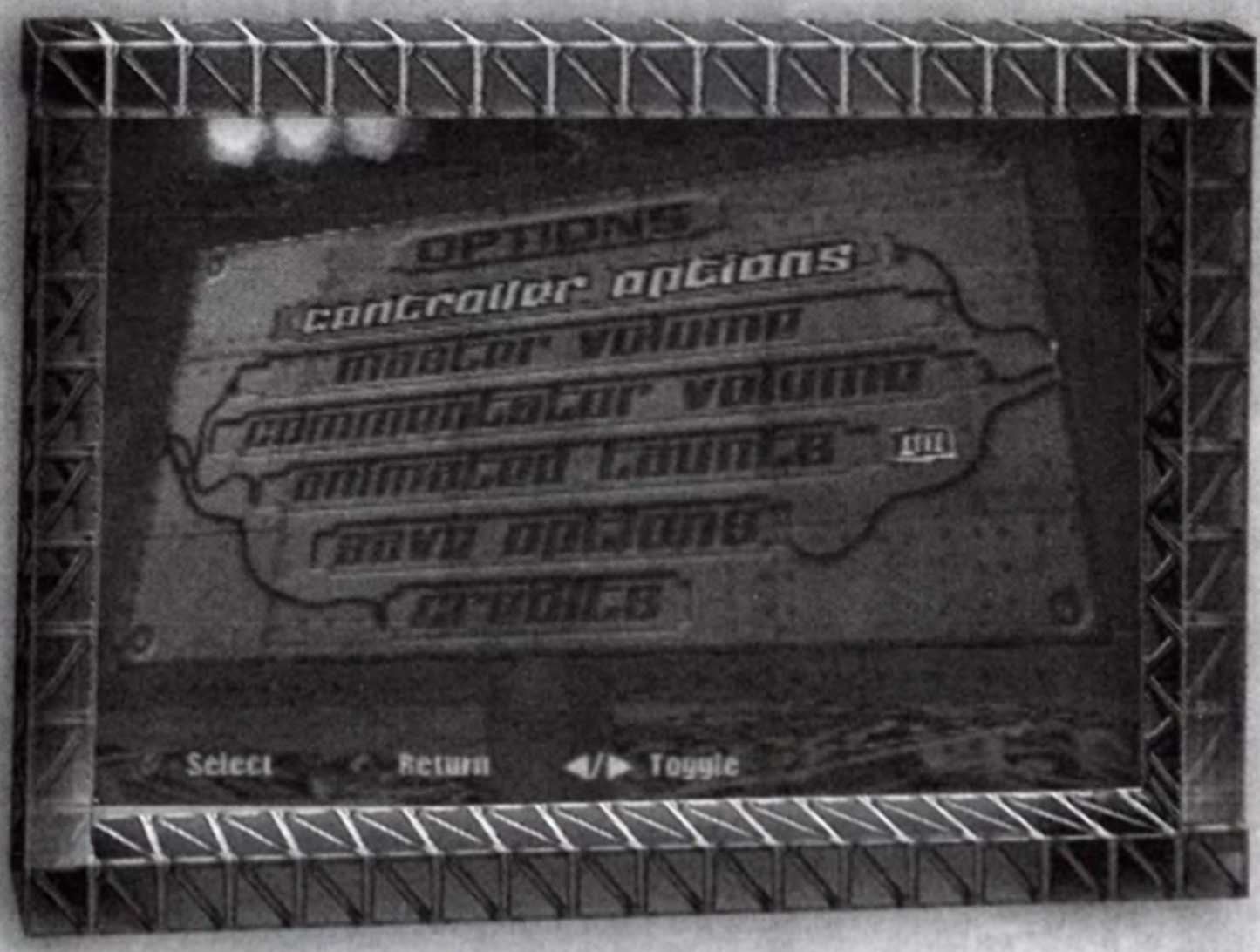
The foreign objects that you pick up can be viewed in the top right corner of the screen. Cycle through them by pressing the L2 button.

NOTE

You lose a point if the environment takes you out! Be careful about navigating near saw blades, flame jets and pits. This is especially dangerous in Elimination matches—one false move can take you out of the game!

OPTIONS

Choose OPTIONS from the Main Menu to change the following game options:



- **Controller Options:** From here, you can turn each controller's vibration ON or OFF. You can also choose whether or not to trigger turbos by double-tapping the ⊗ button.
- **Master Volume:** Adjust the volume level of the game's sound effects and background music.
- **Commentator Volume:** Adjust the volume level of the in-game commentary.
- **Animated Taunts:** Turn in-game taunt animations ON or OFF.
- **Save Options:** Save changes to the game options to a memory card.
- **Credits:** View the game credits.

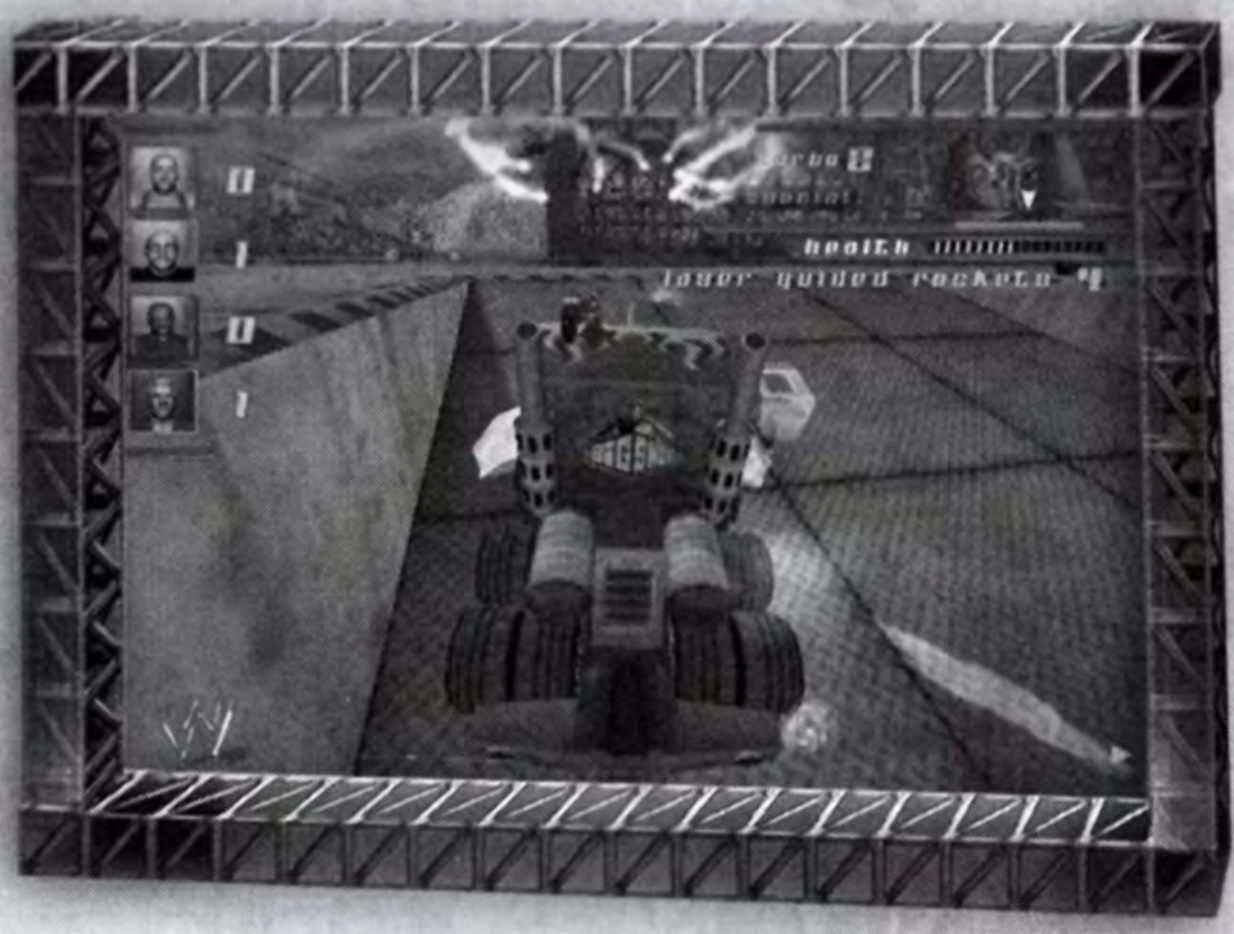
Crush Hour™ automatically saves your progress during the Season Mode. Make sure that you have a memory card inserted into MEMORY CARD slot 1. If there is an error, make sure that you have the memory card correctly inserted and try again.

Exhibition

Play through a single one-player match in any unlocked arena with any unlocked Superstar.

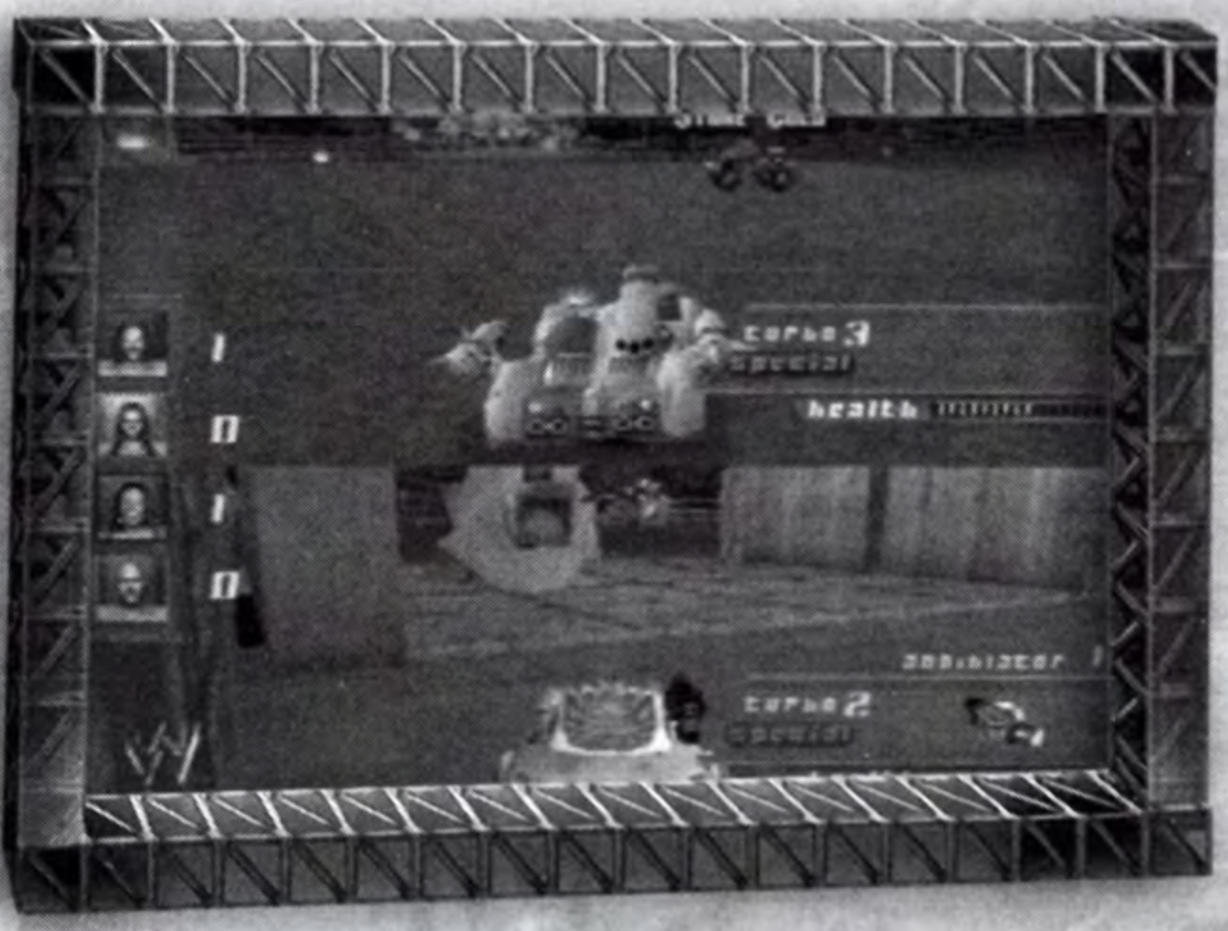
Season

Compete in a gauntlet of matches against computer-controlled Superstars in various arenas to unlock hidden Superstars and arenas. During the course of the Season, catch a glimpse of some of your favorite W Superstars in your favorite TV shows and commercials!



Multiplayer

Roll into the arena with your friends and duke it out head on with your favorite W Superstars! You can battle in any of the arenas you have available in Exhibition. Unlock more through Season to test your skills against your friends in all of the *Crush Hour*™ arenas!



NOTE

Run-Ins: In Season mode, ***Raw,® SmackDown!***™ and ***Bottom Line***™ all have Run-In potential. If you score enough points over your opponents, your nemesis will come out and attempt to give you a pounding for a while. The Run-In Superstar is invulnerable, so steer clear! You'll stick it to 'em later in the Season!

Each arena is littered with Foreign Objects, which are secondary weapons that can be fired with the R2 button (press the L2 button to cycle through your Foreign Objects if you have more than one). Foreign Objects generally do impressive amounts of damage, and each one has different methods of attacking opponents.

Annihilator

MAXIMUM HOLD: 2

A powerful, unguided energy beam that tears through opponents who are directly in front of you.

Atomic Drop

MAXIMUM HOLD: 3

A slow, but powerful guided bomb that has a good blast radius.

Grenade Launcher

MAXIMUM HOLD: 16

These highly explosive grenades are tricky to use against moving targets, but they pack quite a punch.

Laser Guided Rockets

MAXIMUM HOLD: 6

The Laser Guided Rockets don't do a lot of damage, but they doggedly follow their target.

Mines

MAXIMUM HOLD: 8

These mines are dropped behind you and explode on impact. They don't last forever, and may explode on their own after a while.

Twisty Rockets

MAXIMUM HOLD: 3

This single-shot Foreign Object fires a small salvo of spiraling rockets that seek out opponents.

VRF Gun

MAXIMUM HOLD: 4

The VRF Gun is very similar to its big brother, the Annihilator, except it doesn't pack quite as powerful a wallop.

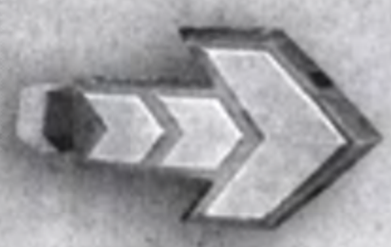
OTHER PICK-UPS

Armor

Armor temporarily increases your Superstar's defense.

Health

Health replenishes some of your Health Meter and repairs damage to your vehicle.



Turbo

MAXIMUM HOLD: 6

Turbo pick-ups add two additional turbos to your Turbo Meter.

Invulnerability

Just like the name implies, the Invulnerability pick-up makes you immune to damage for a short period of time.

Double Damage

This boost to your combat computer makes your shots cause twice as much damage. The upgrade doesn't last long, so keep your guns blazing and make it count!

Ramming Power

A force shield that doubles the impact of ramming damage. Effective at normal speeds, deadly when combined with a Turbo!

There are 32 different WWE Superstars in WWE *Crush Hour*™, each with his or her own unique vehicle and attacks. The following 23 Superstars are available at the start of the game; the other 9 need to be unlocked by playing through the Season mode. Each Superstar's vehicle has four characteristics:

- **Handling:** How well the vehicle controls and how much traction it has in tight turns.
- **Defense:** The amount of punishment the vehicle can withstand before it is destroyed.
- **Strength:** The vehicle's attacking power.
- **Speed:** How fast the vehicle can move.

BIG SHOW™

At more than seven feet tall and over 500 pounds, Big Show™ needs nothing less than a big rig when he rolls into the arena.

	VERY LOW	LOW	AVERAGE	HIGH	VERY HIGH
HANDLING	■	□	□	□	□
DEFENSE	□	□	□	□	■
STRENGTH	□	□	□	□	■
SPEED	■	□	□	□	□

BILLY™

This multi-time tag team champion cruises around in style in a concept car with a side blaster and ring launcher.

	VERY LOW	LOW	AVERAGE	HIGH	VERY HIGH
HANDLING	□	■	□	□	□
DEFENSE	□	□	■	□	□
STRENGTH	□	□	□	■	□
SPEED	□	□	■	□	□

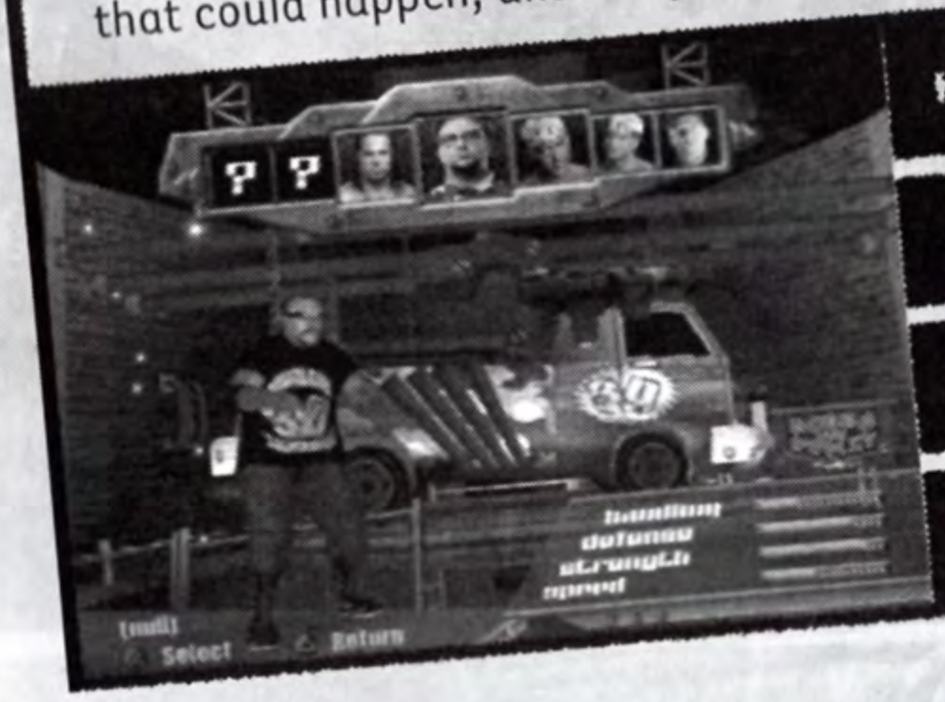
BOOKER T™

Booker T™ leaves suckas in smoking wrecks, thanks to his SUV-pickup truck hybrid with thunderbolt energy rockets and plasma burner.

	VERY LOW	LOW	AVERAGE	HIGH	VERY HIGH
HANDLING	☐	■	☐	☐	☐
DEFENSE	☐	☐	■	☐	☐
STRENGTH	☐	☐	■	☐	☐
SPEED	☐	☐	■	☐	☐

BUBBA RAY DUDLEY™

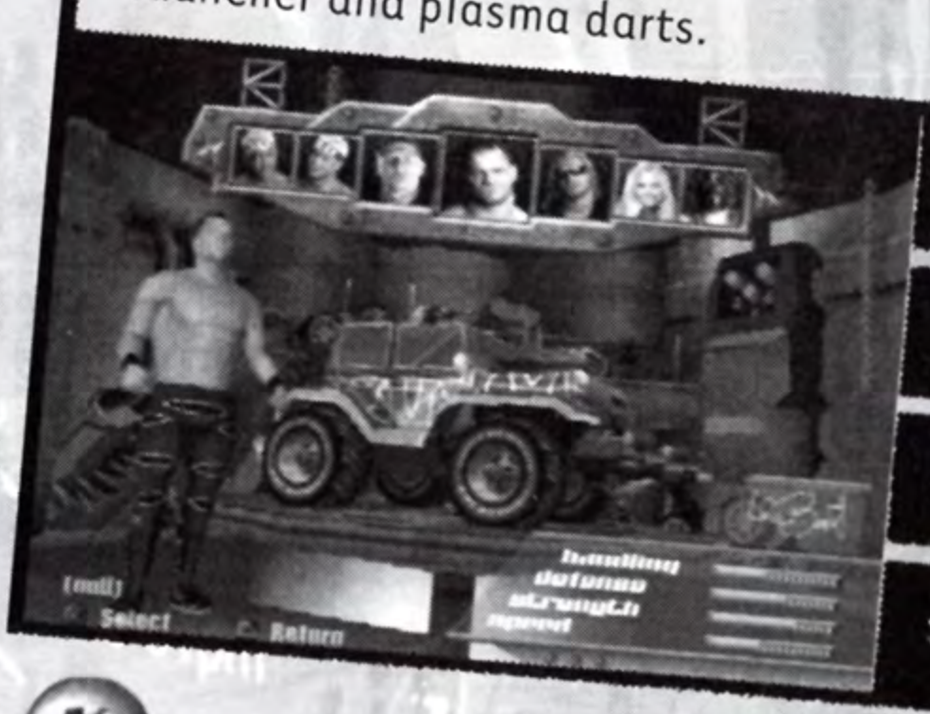
Bubba Ray Dudley™'s opponents thought that getting put through a table was the worst that could happen, until they saw him behind the wheel of his converted pickup truck.



	VERY LOW	LOW	AVERAGE	HIGH	VERY HIGH
HANDLING	☐	■	☐	☐	☐
DEFENSE	☐	☐	☐	■	☐
STRENGTH	☐	☐	☐	☐	■
SPEED	☐	■	☐	☐	☐

CHRIS BENOIT™

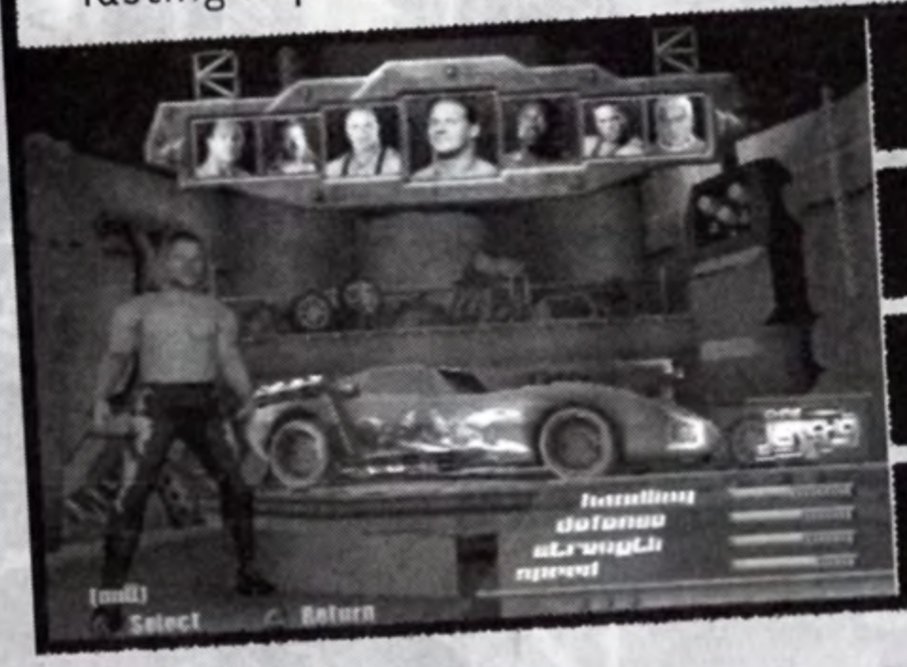
The Rabid Wolverine™ displays his ruthless aggression in a modified ATV with buzzsaw launcher and plasma darts.



	VERY LOW	LOW	AVERAGE	HIGH	VERY HIGH
HANDLING	☐	■	☐	☐	☐
DEFENSE	☐	☐	■	☐	☐
STRENGTH	☐	☐	☐	■	☐
SPEED	☐	■	☐	☐	☐

CHRIS JERICHO™

The self-proclaimed King of the World and "huge rock star" never fails to make a lasting impression in his muscle car.



	VERY LOW	LOW	AVERAGE	HIGH	VERY HIGH
HANDLING	☐	☐	■	☐	☐
DEFENSE	☐	☐	■	☐	☐
STRENGTH	☐	☐	■	☐	☐
SPEED	☐	☐	■	☐	☐

CHUCK™

Chuck™ takes on all comers in his concept car with side machine gun and ring blaster.

	VERY LOW	LOW	AVERAGE	HIGH	VERY HIGH
HANDLING	☐	■	☐	☐	☐
DEFENSE	☐	☐	■	☐	☐
STRENGTH	☐	☐	■	☐	☐
SPEED	☐	■	☐	☐	☐

EDGE™

Many fans consider Edge™ to be the future of WWE so it's only fitting that he should drive this futuristic sports car.

	VERY LOW	LOW	AVERAGE	HIGH	VERY HIGH
HANDLING	☐	☐	☐	■	☐
DEFENSE	☐	■	☐	☐	☐
STRENGTH	☐	☐	■	☐	☐
SPEED	☐	☐	☐	■	☐

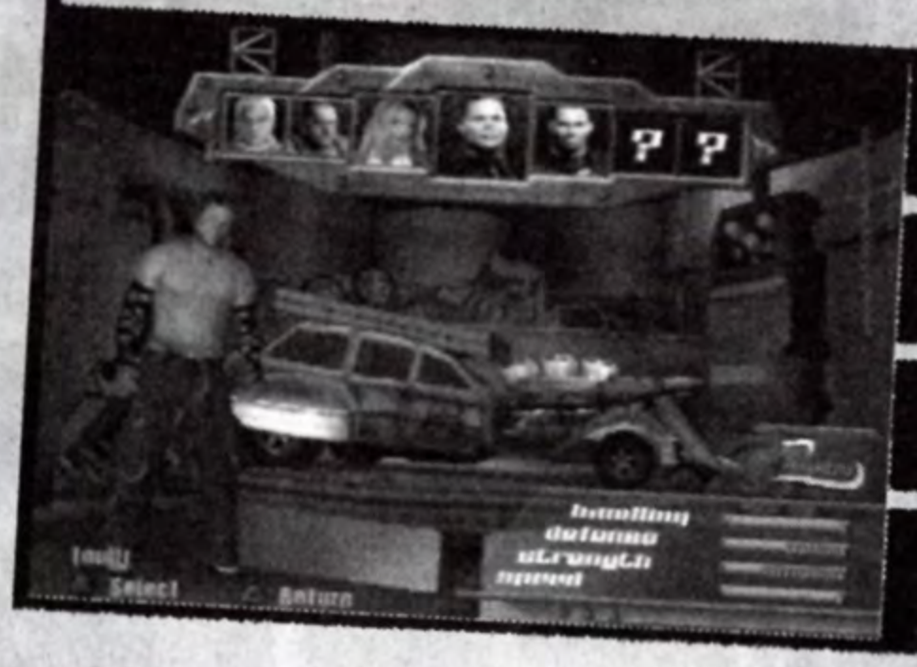
BROCK LESNAR™

Brock Lesnar™ rolls into the arena in an armored truck.

	VERY LOW	LOW	AVERAGE	HIGH	VERY HIGH
HANDLING	☐	■	☐	☐	☐
DEFENSE	☐	☐	☐	■	☐
STRENGTH	☐	☐	☐	■	☐
SPEED	☐	■	☐	☐	☐

JEFF HARDY™

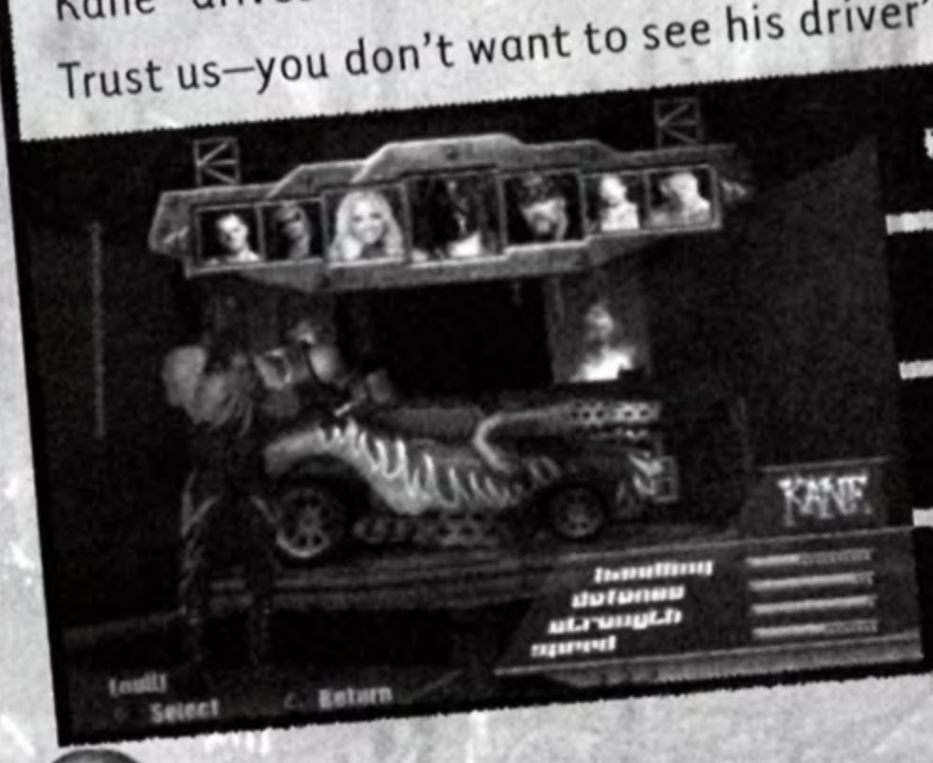
Jeff Hardy™ drives the most extreme wood-paneled station wagon you'll ever see.



	VERY LOW	LOW	AVERAGE	HIGH	VERY HIGH
HANDLING	☐	☐	☐	☐	■
DEFENSE	☐	☐	■	☐	☐
STRENGTH	☐	■	☐	☐	☐
SPEED	☐	☐	☐	☐	■

KANE™

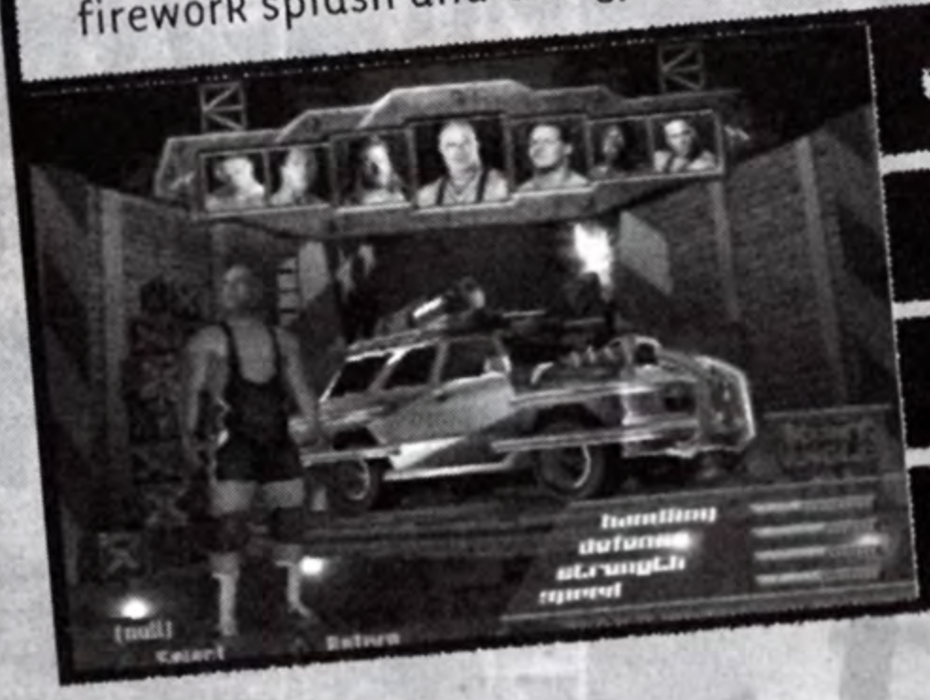
Kane™ drives a modified muscle car with a flaming skull launcher and heat blasters. Trust us—you don't want to see his driver's license photo.



	VERY LOW	LOW	AVERAGE	HIGH	VERY HIGH
HANDLING	☐	■	☐	☐	☐
DEFENSE	☐	☐	☐	☐	■
STRENGTH	☐	☐	☐	☐	■
SPEED	☐	☐	■	☐	☐

KURT ANGLE™

Your Gold Medallist takes no prisoners in his patriotic SUV with firework splash and energy rings.



	VERY LOW	LOW	AVERAGE	HIGH	VERY HIGH
HANDLING	☐	■	☐	☐	☐
DEFENSE	☐	☐	■	☐	☐
STRENGTH	☐	☐	■	☐	☐
SPEED	☐	☐	■	☐	☐

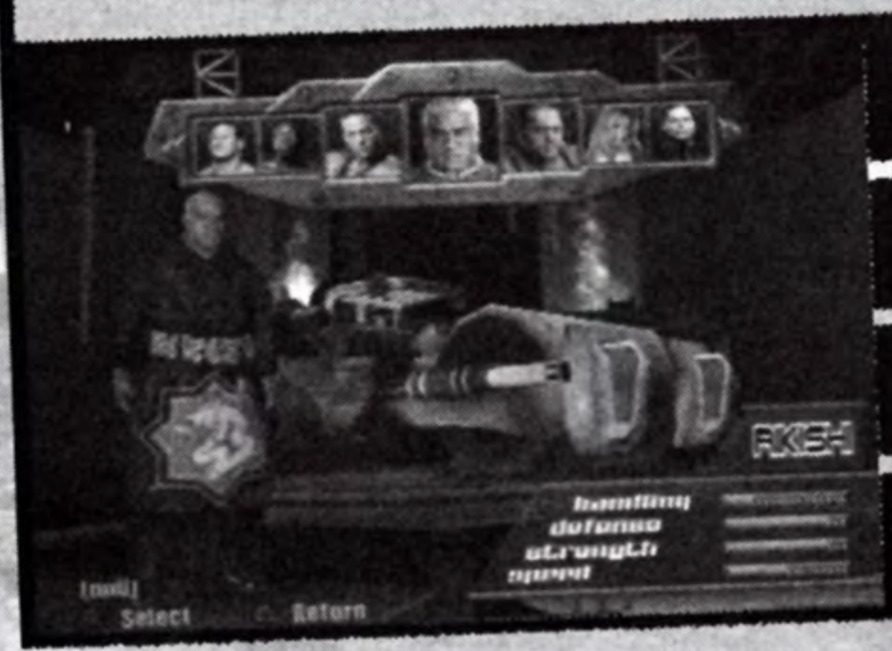
MATT HARDY™

A little bit of ***Mattitude***™ rubs off on everything that Matt Hardy™ touches, and his wood-paneled station wagon is no exception.

	VERY LOW	LOW	AVERAGE	HIGH	VERY HIGH
HANDLING	☐	☐	☐	■	☐
DEFENSE	☐	■	☐	☐	☐
STRENGTH	☐	■	☐	☐	☐
SPEED	☐	☐	☐	■	☐

RIKISHI™

The only thing larger than Rikishi™'s backside is the steamroller he drives into the arena.



	VERY LOW	LOW	AVERAGE	HIGH	VERY HIGH
HANDLING	■	☐	☐	☐	☐
DEFENSE	☐	☐	☐	☐	■
STRENGTH	☐	☐	☐	☐	■
SPEED	☐	☐	■	☐	☐

ROB VAN DAM™

When it comes to taking turbo-powered leaps in his 4-wheel ATV, no one gets as high as Rob Van Dam™.

HANDLING	☐ VERY LOW ☐ LOW ☐ AVERAGE ☐ HIGH ■ VERY HIGH
DEFENSE	☐ VERY LOW ■ LOW ☐ AVERAGE ☐ HIGH ☐ VERY HIGH
STRENGTH	☐ VERY LOW ☐ LOW ■ AVERAGE ☐ HIGH ☐ VERY HIGH
SPEED	☐ VERY LOW ☐ LOW ☐ AVERAGE ☐ HIGH ■ VERY HIGH

THE ROCK®

The People's Champion™ drives a luxury sports car with front-mounted machine guns and brahma bull horns, so know your role and shut your mouth, jabroni.

HANDLING	☐ VERY LOW ☐ LOW ■ AVERAGE ☐ HIGH ☐ VERY HIGH
DEFENSE	☐ VERY LOW ☐ LOW ☐ AVERAGE ■ HIGH ☐ VERY HIGH
STRENGTH	☐ VERY LOW ☐ LOW ☐ AVERAGE ☐ HIGH ■ VERY HIGH
SPEED	☐ VERY LOW ☐ LOW ■ AVERAGE ☐ HIGH ☐ VERY HIGH

STACY KEIBLER™

Stacy™'s import tuner has ripple darts and a long beam laser blaster, and she knows how to use them.

HANDLING	☐ VERY LOW ☐ LOW ☐ AVERAGE ☐ HIGH ■ VERY HIGH
DEFENSE	☐ VERY LOW ■ LOW ☐ AVERAGE ☐ HIGH ☐ VERY HIGH
STRENGTH	☐ VERY LOW ■ LOW ☐ AVERAGE ☐ HIGH ☐ VERY HIGH
SPEED	☐ VERY LOW ☐ LOW ☐ AVERAGE ☐ HIGH ■ VERY HIGH

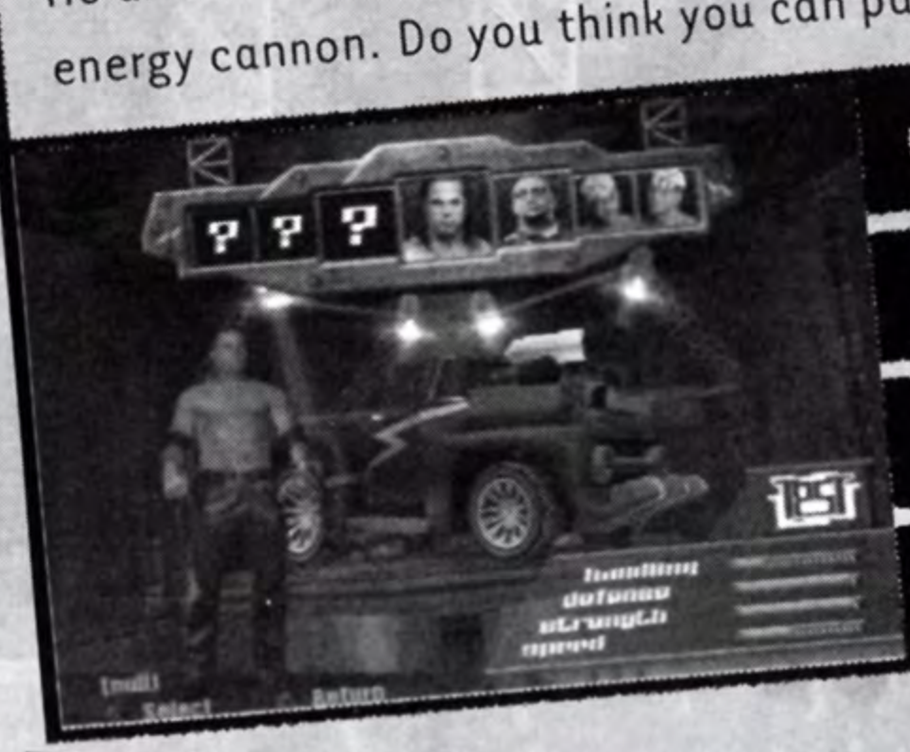
STONE COLD STEVE AUSTIN™

The Texas Rattlesnake™ doesn't back down from any Superstar when he's behind the wheel of his monster truck with barrel launcher and Stone Cold™ electric stunner.

	VERY LOW	LOW	AVERAGE	HIGH	VERY HIGH
HANDLING	■	□	□	□	□
DEFENSE	□	□	□	■	□
STRENGTH	□	□	□	■	□
SPEED	□	■	□	□	□

TEST™

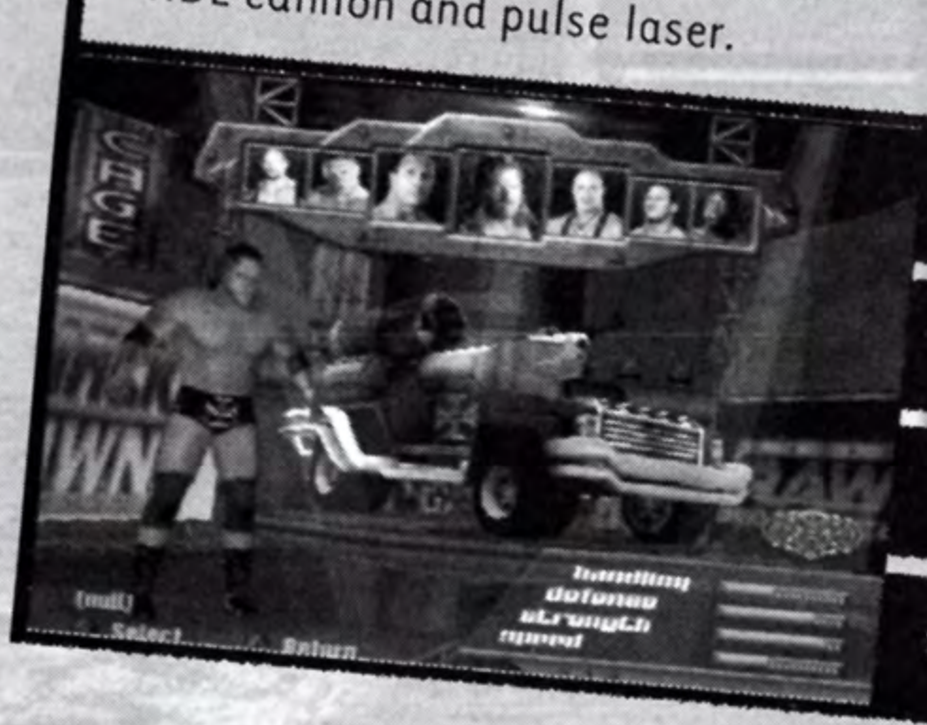
He drives a converted pickup truck equipped with a fusion burst gun and high speed energy cannon. Do you think you can pass the Test™?



	VERY LOW	LOW	AVERAGE	HIGH	VERY HIGH
HANDLING	■	□	□	□	□
DEFENSE	□	□	□	□	■
STRENGTH	□	□	□	□	■
SPEED	□	■	□	□	□

TRIPLE H™

"The Game"™ proves he is "that damn good" in his armored ATV with HDL cannon and pulse laser.



	VERY LOW	LOW	AVERAGE	HIGH	VERY HIGH
HANDLING	□	■	□	□	□
DEFENSE	□	□	□	■	□
STRENGTH	□	□	□	□	■
SPEED	□	■	□	□	□

VEHICLES

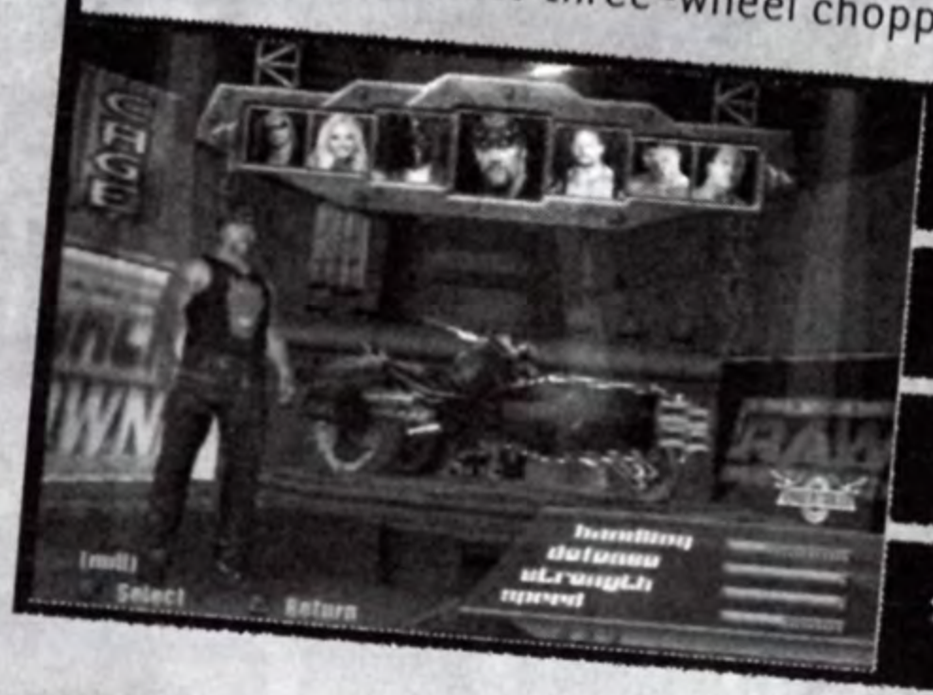
TRISH STRATUS™

This lovely Diva drives an equally gorgeous German luxury car, fitted with plasma torpedoes and a wide-angle laser.

	VERY LOW	LOW	AVERAGE	HIGH	VERY HIGH
HANDLING	☐	☐	☐	■	☐
DEFENSE	☐	■	☐	☐	☐
STRENGTH	☐	■	☐	☐	☐
SPEED	☐	☐	☐	☐	■

UNDERTAKER®

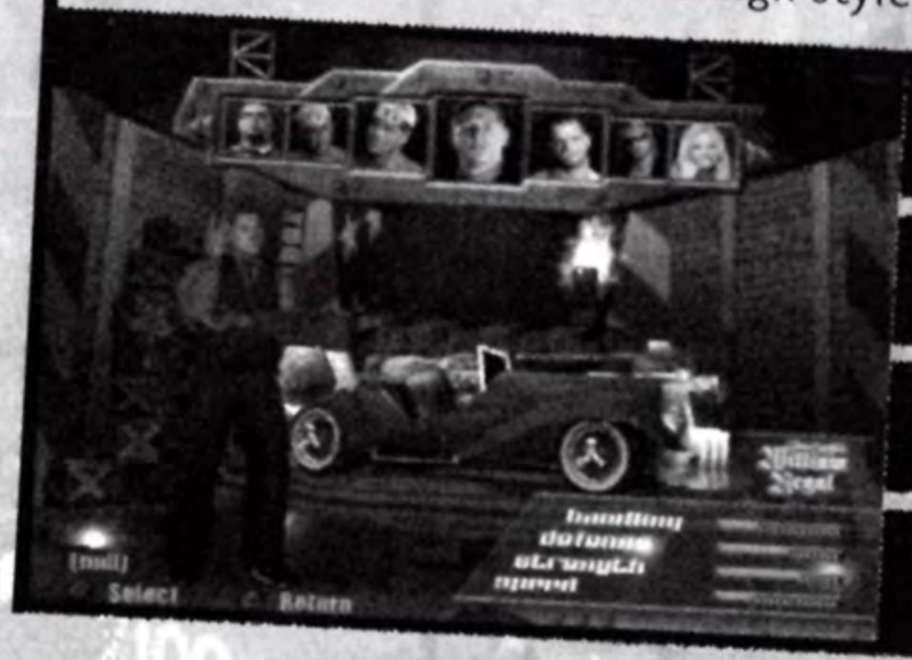
The Dead Man™ keeps his Decade of Destruction™ rollin' from the seat of his badass three-wheel chopper.



	VERY LOW	LOW	AVERAGE	HIGH	VERY HIGH
HANDLING	☐	■	☐	☐	☐
DEFENSE	☐	☐	☐	☐	■
STRENGTH	☐	☐	☐	☐	■
SPEED	☐	☐	■	☐	☐

WILLIAM REGAL™

England's goodwill ambassador to W sits behind the wheel of an elegant British roadster, but don't confuse high style with weakness.



	VERY LOW	LOW	AVERAGE	HIGH	VERY HIGH
HANDLING	☐	■	☐	☐	☐
DEFENSE	☐	☐	■	☐	☐
STRENGTH	☐	☐	■	☐	☐
SPEED	☐	■	☐	☐	☐

Every match takes place in an arena based on a WWE event. Pay attention to the match objective displayed before the game starts, as some arenas have unique conditions for victory. There are 13 arenas in all, but only the first six are available at the start of the game; unlock the other seven by playing through the Season mode.

Hardcore Arena

The wide-open Hardcore Arena challenges you to pick up and hold the Hardcore Belt for a certain amount of time to win the match. To get the Hardcore Belt away from its current owner, you need to destroy them.

Hell in a Cell™

Hell in a Cell™ is WWE's most ruthless match, and the *Crush Hour*™ equivalent lives up to the reputation. Be the first Superstar to destroy a certain number of opponents to win.

Ironman

Think you're the toughest SOB in WWE? Prove it by racking up more kills than any other Superstar within the time limit in an Ironman match.

Lumberjack

You need to collect a certain number of shining yellow stars to win a Lumberjack match. A yellow arrow appears at the top of the screen when a star appears. Beat your opponents to the stars and keep your opponents score down. You lose points if you're destroyed and so do your opponents!

Raw®

It's an all-out war in the arena based on WWE's flagship show. Be the first Superstar to defeat the required number of opponents in this wide-open arena to win.

SmackDown!™

Prepare to have the smack laid down on you when you enter this frantic arena. Rack up the required number of opponent kills to win the match.

Running the Gauntlet

Collect the stars inside the yellow beacons of light to win this grueling rooftop battle. A yellow arrow appears at the top of the screen when a star appears. Jump from building to building in a mad dash for stars! You lose points if you're destroyed or fall off the roof!

Royal Rumble®

This multi-tiered elimination match is one of the most difficult matches in the game. Collect a crown and hold on to it! After 30 seconds, whoever is not holding a crown is eliminated. Eliminate 11 of your opponents to win this ***Royal Rumble®***!

Bottom Line™

An oil rig out at sea is perhaps the most challenging place for the Superstars. Tight quarters and no railings makes this battle for points a tough one! Be careful of the ledges, because falling off costs you a point!

Battle Royal™

The W ™ has taken over an abandoned subway tunnel for this deadly elimination match. Defeat or avoid enough of your opponents to be the last one standing. Staying close to the subway trains may both help and hinder your progress. Don't be caught in their path or you may be the one eliminated!

King of the Ring®

Like a gladiator of Rome, in ***King of the Ring®***, you take on your opponents in the Coliseum to be the last man standing to win this match! There's no running away in this single-elimination match against 11 of your toughest foes, it's kill or be killed.

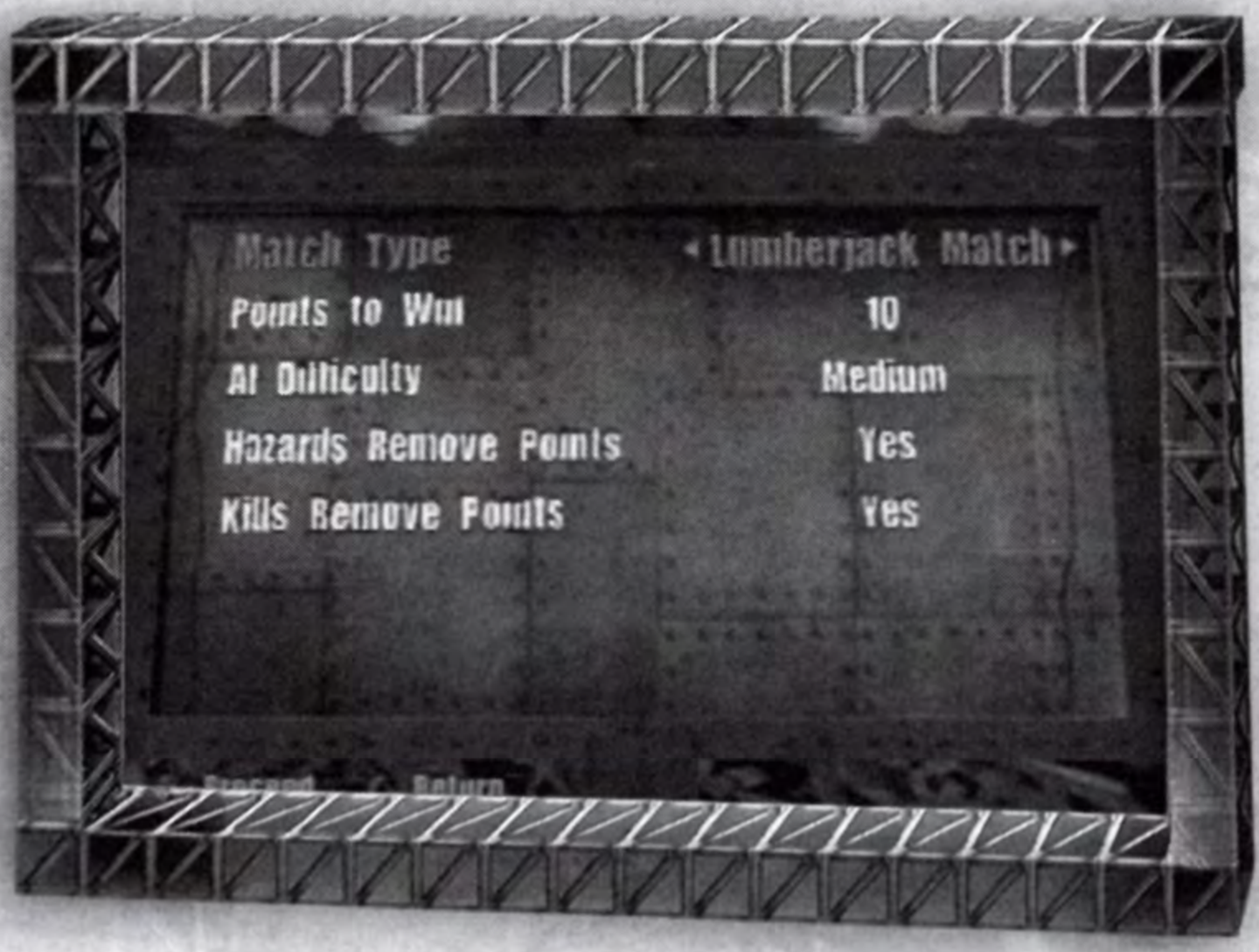
Cage Match

Break out of the cage by defeating your opponents, then grab the contract and deliver it to the goal point! Avoid the fighter jet afterburners, cannon fire from the battleships and your opponents—all of which can strip the contract from you. Three points win the match!

Survivor Series®

Eliminate your opponents in this 2-on-2 tag team battle! The first team to 3 points wins the match! Drive through the tag beacons to get your partner into the battle. Tagged out vehicles recover damage—use this to your advantage!

Each arena has its own set of options. Here's a master list of all of them and what they mean. Keep in mind that not all arenas will have all of the following options:



- **Match Type:** Choose from the following options:
  - **(name of arena):** Default rules for the arena.
  - **Free For All:** All Superstars are out for themselves.
  - **Tag Team Vs.:** Each player leads a tag team against the other player.
  - **Tag Team Co-Op:** Both human players take on a CPU-controlled tag team.
- **Kills to Win:** The number of Superstars you must destroy to win the match.
- **Minutes Timer:** Set a time limit for the match in minutes, or choose to turn the time limit OFF.
- **AI Opponents:** Choose the number of computer-controlled opponents.
- **AI Difficulty:** Set the skill level of the CPU-controlled opponents.
- **Handicap Match:** If set to YES, all CPU-controlled Superstars make you their number one target.
- **Hazards Remove Points:** If set to YES, you lose a point every time you blow yourself up by running into an environmental hazard (fire, saw blades, etc.).
- **Seconds to Hold Belt (Hardcore Arena only):** The total amount of time you need to keep possession of the Hardcore Belt to win the match. Choose between 15, 30, 45, or 60 seconds.

- **Sudden Death (Hardcore Arena only):** If there is no winner by the end of the set time for Hardcore, the match goes into Sudden Death. The Sudden Death timer is much lower than the normal Hardcore.
- **Ram Exchanges Belt (Hardcore Arena only):** If set to YES, possession of the Hardcore Belt switches whenever the Superstar carrying it is hit by another Superstar. If set to NO, the Superstar carrying the Hardcore Belt must be destroyed before it can be taken from them.
- **Minutes Timer:** At the end of this time limit, the Superstar with the most kills wins the Ironman match.
- **Points to Win:** The number of shining yellow stars you must collect to win the match in either the Lumberjack or Running the Gauntlet matches.
- **Kills Remove Points:** If set to YES, you lose a point in either the Lumberjack or Running the Gauntlet matches whenever you are destroyed by an opponent.

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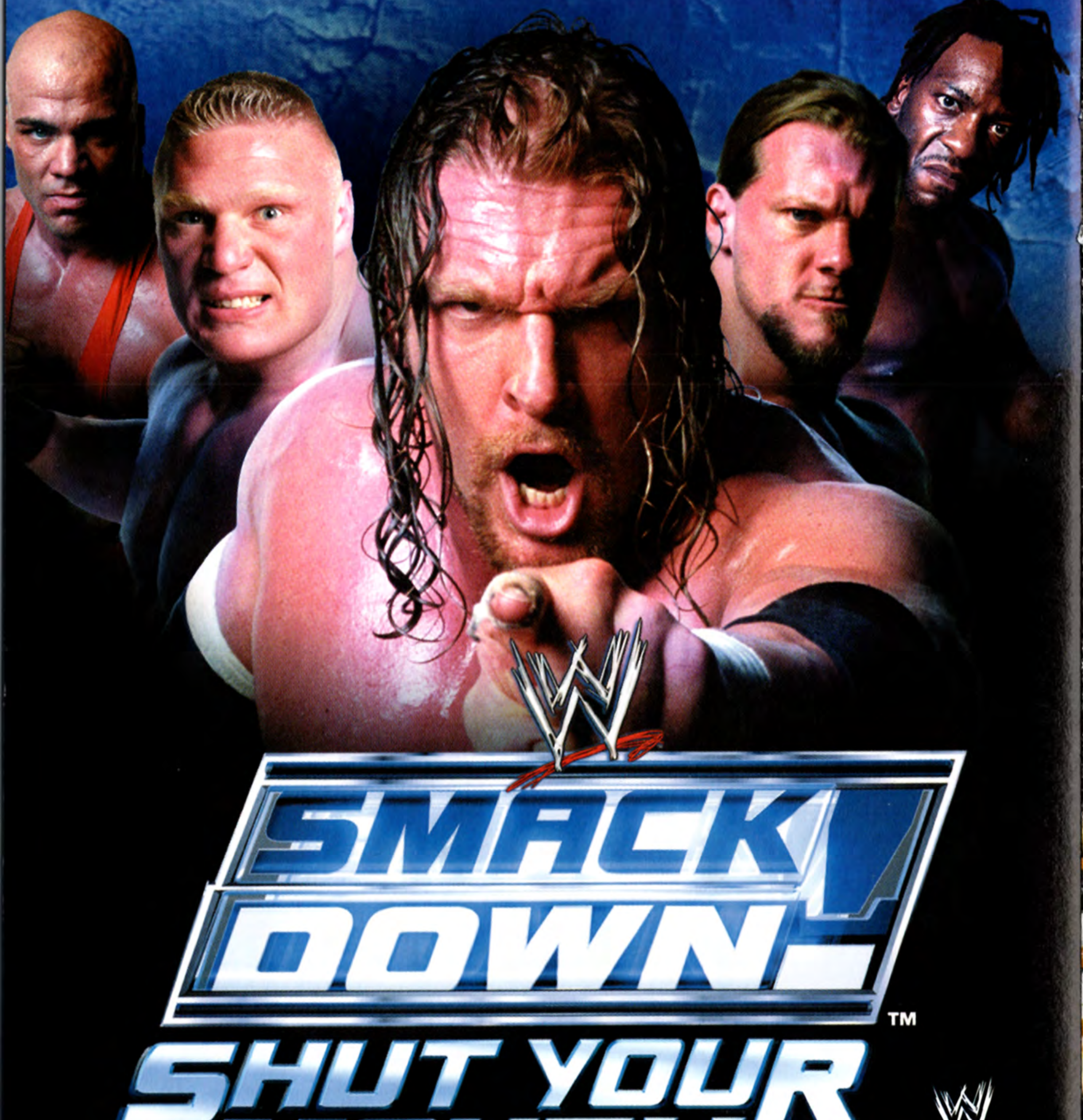

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